

## Cue Challenge 2



# Cue around the school

### Your Task:

Cue needs your help! He's been asked to run an errand to another teacher's classroom. Can you code him to get there?

### What You Need:

- Cue
- Chromebook or iPad with Blockly installed.
- map of your school

### Directions:

1. Mark your starting location on your school map. Then have a classmate choose another room for Cue to visit.
2. Using a meter stick, measure the distances that Cue will need to travel. Record the measurements and each turn he will need to make in order to get from point A to point B. NOTE: Don't forget to include his starting point in your classroom!
3. Now that you have your measurements and every turn that he will need to make, design your code to get Cue to his destination.
4. Test your code. Was Cue successfully able to navigate to the other classroom? If not, where was the error? How could you fix the code to successfully get him there when it is run again?

**Alternative:** Need to keep the activity confined to your classroom? Have Cue navigate from your desk to your teacher's desk and back. Too easy? Add some barriers to make the trek more challenging.



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**Extension:** Have Cue actually deliver a message! Record audio or video and add it to the code to play when Cue reaches his destination.

